



DOUBLE LUCKY 7

GAME RULES

Double Lucky 7 is a game for two to seven players of all ages. The game is played in 7 or 14 rounds. One or more tricks are played in each round. Each player is dealt one card in the first round, two cards in the second round and so on until the seventh round in which each player is dealt seven cards. The eighth round is also played with seven cards. The number of cards dealt goes down again in the subsequent rounds, to six, five, four, three, two and finally one card per player.

The goal is to correctly predict how many tricks you expect to win in each round. You show this by placing a bid token with the number of tricks you expect to win. If your bid is correct, you score points and you might win Double Lucky 7!

Don't feel like reading this guide?
Check out the 3-minute clip which explains the game on:
DoubleLucky7game.com/demo.




ONLINE DEMO


BOX CONTENTS:

- 7 sets of coloured **bid tokens** (0 to 7)
- 1 set of black **rounds tokens** (1 to 7)
- 1 black **dealer token** (D)
- 1 score pad
- 1 set of playing cards numbered 1 to 14 (in 4 different colours)
- 1 Joker



HOW TO START THE GAME

Each player takes a set of bid tokens of a specific colour. The tokens are numbered 0 to 7. One player writes down the names of all players on the score pad from the left to the right to keep track of the points scored, and takes the black rounds tokens. These black tokens indicate the number of cards dealt for each round. The black token with the letter D  is the dealer token which indicates the dealer for each round. The player who deals the first round is determined by each player drawing a card from the deck of playing cards; the player who has drawn the highest card deals the first round.


The dealer lays the dealer token in front of themselves and shuffles the cards. The dealer then deals one playing card to each player in a clockwise direction. The remaining cards are placed in the centre of the table face down, with the top card facing up to determine the 'trump colour'. The black rounds token is placed next to this stack of cards, showing the number 1  to indicate that one trick can be won in this round.

Players study the card they have been dealt, without disclosing it to the other players, and individually predict if they think they will win the trick. The dealer is the first to show their bid by placing a bid token with number 0 or 1 in front of themselves. Since the first round involves only one card, the dealer can only bid to win zero tricks or one trick. The other players then place their bids in a clockwise direction. The last player has the advantage in knowing that all the other players have placed their bids, but has the disadvantage that the sum of all bids added up must not equal the figure on the rounds token. Because the last player may not always be able to actually bid the number of tricks they think they will win, there is at least one player who will not get any points in each round.

HOW TO WIN A TRICK

After all players have placed their bids, the dealer lays their card face up on the table first. This card has a colour and a number. The player to the left of the dealer then lays their card face up on the table, followed by player 3 and so on. Always play in a clockwise direction. The card played must be of the same colour as the dealer's card. If you don't have any cards of this colour, you may play a card of another colour. Basically, the player with the highest card of the colour of the dealer's card wins.

If any trump cards (a card of the trump colour) are played, the highest trump card wins. Note: playing a trump card is only allowed if you do not have any cards of the same colour as the card played by the dealer. A card with the number 1 of the trump colour wins over the card with the number 14 of the colour played by the dealer.

The game also features a joker . This card can always be played, in any situation, and it always wins the trick. If the card turned face up to determine the trump colour happens to be a joker, the dealer determines the trump colour. In that case, a card with the correct trump colour is placed on top of the remaining cards as a reminder of which colour is the trump colour. Of course, the dealer can first study their own cards to choose the most favourable trump colour.

SCORING

If your bid was correct, you get 10 points plus 2 times the number of tricks predicted (the number on your bid token) and won. For example, if your bid was 0 and you haven't won any tricks, you score 10 points. If your bid was 2 and you have won two tricks, you score 14 points for the round. If you have won tricks but your bid was incorrect, you don't score any points.

Round 7 of the Double Lucky 7 game is special because double points are awarded in this round.

HOW TO PLAY THE NEXT ROUNDS

Play the next round after noting the scores on the score pad. The dealer of the first round passes the dealer token to the player sitting to their left. That player lays the dealer token in front of themselves and shuffles all cards. Now each player is dealt two cards by first dealing all players their first card in a clockwise direction and then dealing everyone their second card. The remaining cards are placed in the centre of the table face down and the trump colour is determined as in round 1. The black rounds token with the number 2 (2) is placed on top of the rounds token with the number 1 to indicate that there are two tricks to be won this round.

All players study their cards and decide their game tactics, taking into account the trump colour.

The new dealer places their bid first, followed by the remaining players in clockwise order. This means that the player who dealt the first round is now the last player and may be at a disadvantage in making their bid because the sum of the individual bids cannot be equal to the number on the rounds token.

Once all players have placed their bids, the dealer lays their first card on the table, followed by player two, then player three, and so on.

When all players have played their first card, it is determined who has won this trick. The winning player collects the cards played and places them face down next to their bidding token, so that it is clear to everyone how many tricks that player has bid for and won.

The dealer then plays their second card, after which the remaining players play theirs. Scoring points requires a combination of luck and tactics, taking into account one's own cards, the cards played by the other players, the trump colour and the bids placed.

In round 3, the dealer token is moved to the next player in a clockwise direction, the rounds token is increased by 1 and each player is dealt three cards. The number of cards dealt in each round is increased by one up to a maximum of seven cards in rounds seven and eight. The seventh round is the Double Lucky 7 round where the points scored are doubled (the original score x 2, i.e. a maximum of 48 points). After round eight, the number of cards dealt to each player in each round is decreased by one. A black rounds token is then also removed from the pile in the centre each round, so that everyone can clearly see how many tricks can be won in the round. The number of cards dealt should have gone down to one again in the 14th round.

WHO WINS?

After 14 rounds have been played, all points are added up and the player with the highest score wins the game.

OTHER WAYS TO PLAY THE GAME

A shortened version of Double Lucky 7 can also be played, by playing a maximum of seven rounds. The winner is determined after playing the seventh round, in which double points are awarded.

Depending on the situation, Double Lucky 7 can also be played as a fun game where players have to do something as a consideration for losing a round. However, be careful if this involves drinking shots of alcohol and don't take any unnecessary risks. Always play responsibly.

You can check out other game variants on www.DoubleLucky7game.com.

QUICK GUIDE FOR DOUBLE LUCKY 7

Objective: Predict the number of tricks you will win per round by placing the correct bid token.

Note: You are only allowed to play a trump card or a card of another colour if you cannot play a card of the same colour as the first card played by the dealer in each round. The Joker can be played any time.

HOW TO START THE GAME:

- Take a set of bid tokens numbered 0 to 7 of a certain colour.
- Note the players' names on the score pad and take the black rounds tokens.
- Place the black rounds token with number 1 in the centre of the table. This number shows how many tricks are played and how many cards each player gets for the round in question.
- The dealer is determined by drawing cards; the player with the highest card is the dealer.

HOW TO PLAY A ROUND:

- The dealer shuffles the cards and deals each player the number of cards corresponding to the number on the rounds token.
- The top card of the stack of cards is turned face up to show the trump colour for the round.
- The dealer studies their cards, predicts the number of tricks they think they will win and places a bid token. The other players do the same, one by one, in a clockwise direction.
- The last player's bid must be such that the sum of all bids does NOT equal the number on the rounds token.

HOW TO PLAY A TRICK:

- The dealer plays their card first.
- The other players play their cards in a clockwise direction, playing the same colour as the colour of the dealer's card.
- A player who does not have that colour is allowed to play a trump card.
- The highest card of the dealer's colour wins unless any trump cards have been played. In this case, the highest trump card played wins.
- The Joker always wins the trick.
- The winning player collects the cards played and places them next to their bid token.
- If the players still have cards, the next trick starts. Repeat the above steps.
- Have all cards dealt been played? Then this round has ended and the next round starts.

SCORING:

- If your bid was correct, you get 10 points plus twice the number of tricks won. Write down each player's points for each round on the score pad.
- The points scored in round 7 are doubled.
- Winner: After 7 or 14 rounds have been played, all points are added up and the player with the highest score wins.

